



# New York Chapter of IEEE Systems, Man, Cybernetics (SMC) Society Present

## Immersive Technology

**Dr. George Chang**  
**Dean, the College of Natural, Applied and Health Sciences**  
**Kean University, New Jersey**



**May 8, 2015, Friday, Time: 6:00 to 8:00 PM**  
at Long Island University, Brooklyn Campus, New York, (Seminar Room: HS 119)

### Abstract

Immersive technology is the bridge between the physical world and digital or simulated world. Many hardware/software technologies are developed to stimulate one or more of the five senses in order to achieve fully immersive environment. Most notably, the advances in 3D display and haptic devices enable developers to create and deploy meaningful and useable applications in training and entertainment industry. Past, present and future technologies will be discussed



### Keynote Speaker Bio: Dr. George Chang

is the Dean of the College of Natural, Applied and Health Sciences at Kean University. Dr. Chang earned his B.S. in Computer Science and Applied Mathematics and Statistics from SUNY Stony Brook, and his M.S. and Ph.D. in Computer Science from the New Jersey Institute of Technology. Dr. Chang has been actively engaged in external grant writing. He was a co-principal investigator on three National Science Foundation (NSF) grant-funded projects. His research interests include: bioinformatics systems, data mining, information retrieval, high-performance computing, and virtual and augmented realities. He is a Redhat Certified Engineer and a member of The Honor Society of Phi Kappa Phi. Dr. Chang, former Chair of the Department of Computer Science, became Dean of the College of Natural, Applied and Health Sciences, Kean University in 2011.

### Location:

Long Island University, Brooklyn Campus, New York, Room HS 119  
1 University Plaza, Brooklyn, NY 11201-5372

Directions: <http://www.liu.edu/Brooklyn/About/Visit/Directions.aspx>

**All are invited \* All are invited \* All are invited**